WHAT IS CLAIMED IS:

1. A computer-implemented method for managing distribution of games, the method comprising:

    receiving a first E-mail game on a server located at a server site;

    storing the received first E-mail game at the server site with a previously stored second E-mail game;

    providing access to the first and second E-mail games for retrieval; and

    sending the first E-mail game, if requested by a first player, to a first game player site for initiating an instance of the first E-mail game.

2. The computer-implemented method of claim 1 further comprises:

    receiving a file on the server from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;

    producing an E-mail message that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

    transmitting the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second player.

3. The computer-implemented method of claim 1, wherein the first E-mail game is received from an E-mail game developer site.

4. The computer-implemented method of claim 1, wherein the first and second E-mail games are stored on a storage device storing multiple E-mail games.

5. The computer-implemented method of claim 2, wherein the file uses hypertext transfer protocol (HTTP).

6. The computer-implemented method of claim 2, wherein the file includes extensible markup language (XML).

7. The computer-implemented method of claim 2, wherein the file includes a message from the first player for delivery to the second player.

8. The computer-implemented method of claim 2, wherein the file identifies the second player.

9. The computer-implemented method of claim 2, further comprising: storing the first game move applied to the initiated instance of the first E-mail game on a storage device in communication with the server.

10. The computer-implemented method of claim 2, wherein the E-mail message includes an invitation for the second player to participate in the initiated instance of the first E-mail game.

11. The computer-implemented method of claim 2, wherein the E-mail message includes an advertisement for displaying to the second player.

12. The computer-implemented method of claim 2, wherein the E-mail message includes the state of the initiated instance of the first E-mail game.

13. The computer-implemented method of claim 2, wherein the first E-mail game is a turn-based E-mail game.

14. The computer-implemented method of claim 2, wherein the first game move applied to the initiated instance of the first E-mail game is displayed at the second game player site based on receipt of the E-mail message.

15. The computer-implemented method of claim 1 further comprises:
receiving a file on the server from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;
producing an E-mail message that includes data representing the server being ready to transmit an HTTP file that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

8   transmitting the E-mail message to a second game player site to initiate a
9   second game move of the initiated instance of the first E-mail game by a second
10   player.

1   16. A computer program product, tangibly embodied in an information carrier, for
2   managing distribution of games on a computer, the computer program product being
3   operable to cause a machine to:
4   receive a first E-mail game file on a server at a server site;
5   store the received first E-mail game at the server site with a previously stored
6   second E-mail game file;
7   provide access to the first and second E-mail games file for retrieval; and
8   send the first E-mail game, if requested by a first player, to a first game player
9   site for initiating an instance of the first E-mail game.

1   17. The computer program product of claim 16, being further operable to cause a
2   machine to:
3   receive a file on the server from the first game player site, the file including
4   data representing a first game move associated with an initiated instance of the first
5   E-mail game;
6   produce an E-mail message that includes data representing the first game
7   move applied to the initiated instance of the first E-mail game; and
8   transmit the E-mail message to a second game player site to initiate a second
9   game move of the initiated instance of the first E-mail game by a second player.

1   18. The computer program product of claim 16, wherein the first E-mail game is
2   received from an E-mail developer site.

1   19. The computer program product of claim 16, wherein the first and second E-mail
2   games are stored on a storage device storing multiple E-mail games.

1   20. The computer program product of claim 17, wherein the data file uses hypertext
2   transfer protocol (HTTP).

21. The computer program product of claim 17, wherein the data file includes extensible markup language (XML).

22. The computer program product of claim 17, wherein the file includes a message from the first player for delivery to the second player.

23. The computer program product of claim 17, wherein the file identifies the second player.

24. The computer program product of claim 17, being further operable to cause a machine to:
store the first game move applied to the initiated instance of the first E-mail game on a storage device in communication with the server.

25. The computer program product of claim 17, wherein the E-mail message includes an invitation for the second player to participate in the initiated instance of the first E-mail game.

26. The computer program product of claim 17, wherein the E-mail message includes an advertisement for displaying to the second player.

27. The computer program product of claim 17, wherein the E-mail message includes the state of the initiated instance of the first E-mail game.

28. The computer program product of claim 17, wherein the first E-mail game is a turn-based E-mail game.

29. The computer program product of claim 17, wherein the first game move applied to the initiated instance of the first E-mail game is displayed at the second game player site based on the receipt of the E-mail message.

30. The computer program product of claim 16, being further operable to cause a machine to:

receive a file on the server from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;

produce an E-mail message that includes data representing the server being ready to transmit an HTTP file that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

transmit the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second player.

31. A process for managing distribution of games comprises:

a process to receive a first E-mail game on a server located at a server site;

a process to store the received first E-mail game at the server site with a previously stored second E-mail game; and

a process to provide access to the first and second E-mail game file for retrieval; and

a process to send the first E-mail game, if requested by a first player, to a first game site for initiating an instance of the first E-mail game.

32. The process of claim 31 further comprises:

a process to receive a file on the server from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;

a process to produce an E-mail message that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

a process to transmit the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail by a second player.

33. The process of claim 31, wherein the first E-mail game is received from an E-mail game developer site.

34. The process of claim 32, wherein the first and second E-mail games are stored on a storage device storing multiple E-mail games.

35. The process of claim 32, wherein the file uses hypertext transfer protocol (HTTP).

36. The process of claim 32, wherein the file includes extensible markup language (XML).

37. The process of claim 32, wherein the file includes a message from the first player for delivery to the second player.

38. The process of claim 32, wherein the file identifies the second player.

39. The process of claim 32 further comprising:

a process to store the first game move applied to the initiated instance of the first E-mail game on a storage device in communication with the server.

40. The process of claim 32, wherein the E-mail message includes an invitation for the second player to participate in the initiated instance of the first E-mail game.

41. The process of claim 32, wherein the E-mail message includes an advertisement for displaying to the second player.

42. The process of claim 32, wherein the E-mail message includes the state of the initiated instance of the first E-mail game.

43. The process of claim 32, wherein the first E-mail game is a turn-based E-mail game.

44. The process of claim 32, wherein the first game move applied to the initiated instance of the first E-mail game is displayed at the second game player site based on the receipt of the E-mail message.

45. The process of claim 31 further comprises:

a process to receive a file on the server from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;

a process to produce an E-mail message that includes data representing the server being ready to transmit an HTTP file that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

a process to transmit the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail by a second player.

46. A game distribution system comprising:

a server capable of,

receiving a first E-mail game at a server site,

storing the received first E-mail game at the server site with a previously stored second E-mail game,

providing access to the first and second E-mail games for retrieval, and

sending the first E-mail game, if requested by a first player, to a first game player site for initiating an instance of the first E-mail game.

47. The game distribution system of claim 46, wherein the server is further capable of:

receiving a file from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;

producing an E-mail message that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

transmitting the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second player.

48. The system of claim 46, wherein the first E-mail game is received from an E-mail game developer site.

49. The game distribution system of claim 46, wherein the server is further capable of:

receiving a file from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;

producing an E-mail message that includes data representing the server being ready to transmit an HTTP file that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

transmitting the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second player.

50. A game distribution system comprising:

a first game player site capable of,

receiving an E-mail message from a server site, the E-mail message associated with a first game move applied to an initiated instance of an E-mail game;

producing a file that includes data representing a second game move applied to the initiated instance of the E-mail game; and

transmitting the file to the server site to initiate a next game move of the initiated instance of the first E-mail game.

51. The game distribution system of claim 50, wherein the E-mail message includes data representing the first game move applied to the initiated instance of the E-mail game.

52. The game distribution system of claim 50, wherein the E-mail message includes data representing the server being ready to transmit an HTTP file that includes data representing the first game move applied to the initiated instance of the first E-mail game.